S.O.S
SINK OR SWIM

INSTRUCTION BOOKLET

TITUS

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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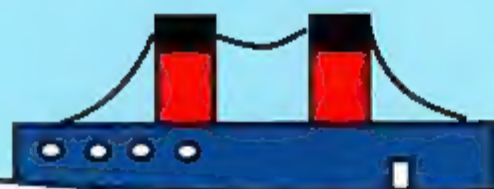
The story

The SS Lucifer, complete with its crew of dim-witted passengers, has been badly damaged by an iceberg off the coast of Greenland. When he hears the news on his small isolated Sea Rescue Station, Kevin immediately springs into action, climbing aboard his tiny submarine, which is equipped for this type of mission.

The passengers have gathered in the engine rooms in an attempt to escape from the fires raging all over the ship. Pistons have gone haywire and pipes have burst, spouting scalding steam everywhere... and - oh yes - there's the small matter of 70,000 gallons of ice-cold sea-water pouring in through the hull faster than the pumps can handle. Of course, Kevin could save his own skin, but he's not that kind of hero...

Game object

Through the escape hatches, the helpless passengers have taken refuge in the SS Lucifer's sealed holds. Although they are in a blind panic, they still have a strong survival instinct, and at every possible opportunity, they climb the ladders to get away from the rapidly-rising water. As Kevin, you must quickly assess the situation in this part of the hold, and use all of your considerable abilities to help the passengers reach the escape hatch.

Controls

Control Pad

Right: Move right

Left: Move left

Up: Climb up ladders or crawl along pipes if you're close enough

Down: Climb down ladders or down the pipes you're crawling along

Start : Pause

Start + Select : Start again at the beginning of the level. Be careful! You lose a life each time.

A Button: Drop a bomb

B Button: Jump

X Button: Release the dinghy

Y Button: Operate switches, collect available objects such as oxygen bottles, or, when Kevin is crawling along a pipe, seal the leaks and prevent escaping steam from burning the passengers.

Password

At the completion of each of the five levels, you will be given a password. You can use it the next time you play in order to start the game from where you left off. To enter a password at the beginning of the game, select "ENTER PASSWORD". The last code of the last level will be displayed automatically - press B. If you want to go to another level, move the cursor with the control pad, using Button B to select the characters from the displayed grid. To erase, use the reverse arrow symbol. When you have completed your password, select the "**END**" symbol and press Button B.

Control panel

SCORE RESCUE 5AVED

1 : Time left before the bomb explodes.

2 : Kevin's air reserve. It begins to diminish as soon as he's in the water.

3 : Number of lives left.

4 : Number of passengers still to be rescued.

5 : Number of passengers left on screen.

6 : Number of passengers saved.

Rescuing passengers

The passengers that fall from platforms into the freezing water filling the hold become "Drowners". It is essential that they be rescued before they become "Angels" and leave this earthly planet for ever. They are unable to save themselves, so Kevin has to use one of two alternatives.

Oxygen bottles: Conveniently placed throughout the SS Lucifer for exactly this type of emergency, the bottles may be dropped into the water once Kevin has smashed the glass (Y Button). The "Drowners" can then pick them up, and by releasing the pressure in the bottles, blast off to safety on the next level.

Rescue dinghy: The dinghy appears when you press X Button. The swimmers nearby can then climb aboard and paddle to a safe place. Unfortunately there is only one dinghy per level!

Please note: The number of passengers to be saved may be inferior to the number of

passengers on the screen. This means that you can sacrifice a few, or else win a bonus by saving some extra. However, if you lose more passengers than your mission allows, you will have to start again at the beginning of the level.

In this case, the game screen goes dark to warn you of your failure.

Once all the passengers have left the level and are saved, Kevin can leave by his own safety exit. Press Y Button to move on to the next level.
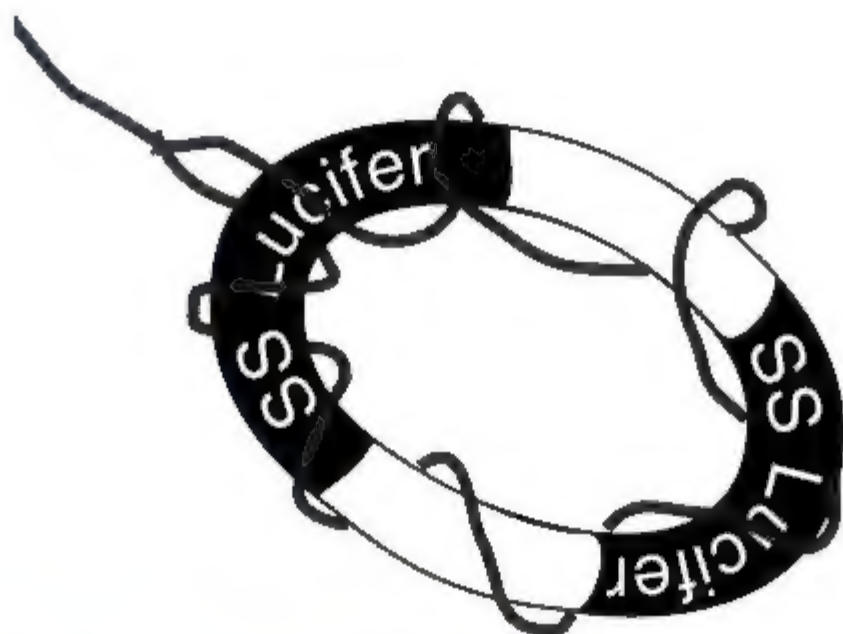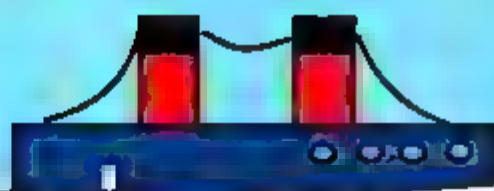
More Features

Bombs: Bombs are ideal for blasting crates and blowing up blocked doors. Very useful for getting rid of anything that gets in your way!

Burst steam pipes: Be careful not to get in the way of a jet of steam, it can melt anything. To avoid accidents, Kevin will have to climb onto the pipe (control pad Up), crawl along and seal the pipe with a joint (Y Button).

Switches: There are a number of objects which are operated by switch - for example hydraulic bridges, electro-magnets, super-springs and conveyer belts. To use these objects, position Kevin in front of the switch and press the Y button.

Electro-magnets: They can be used to lift objects and move them around. Position them above the object you want, press the Y button and the control pad UP to pick up the object, and the control pad DOWN to drop it. You may also move the magnet left and right with the control pad.

Notes

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